

## **CLAIMS**

This listing of claims will replace all prior versions and listings of claims in the application.

### **Listing of Claims:**

1. - 8. (Canceled)

9. (Currently Amended): A method comprising computer instructions, which when executed by a processor of a dedicated game console, instruct the dedicated game console to perform acts comprising:

determining if at least one user account is present on the dedicated game console for a user of an offline game title on the dedicated game console;

if the at least one user account is present, determining if automatic sign-in is enabled on the dedicated game console for the at least one user account; and

if automatic sign-in is enabled, silently signing in a most recently signed in user account onto an online service without requiring action by ~~a~~ the user of the offline game title on the dedicated game console for effecting the signing in, wherein the silently signing in comprises:

opening a secure communication channel between the dedicated game console and a security gateway of a secure data center based on a security ticket obtained from a key distribution center;

establishing a security key configured to encrypt data transferred between the dedicated game console and the security gateway;

transmitting ~~encrypted~~ data packets between the dedicated game console and ~~a the~~ secure data center, ~~the data center accessible~~ via the security gateway;

registering a presence of the specific user account ~~by~~ with a presence server inside the secure data center; and

responsive to registering the presence of the specific user account, providing a ~~the user of the offline game title on the dedicated gaming game console with access and to online services available from the secure data center during use of the offline game title.~~

10. (Canceled)

11. (Previously Presented): A method as recited in claim 9, further comprising:

determining whether the signing in was successful; and

if the signing in was unsuccessful, reporting an error in a status message window of a main menu generated by a game loaded in the dedicated game console.

12. (Currently Amended): A method as recited in claim 9,

wherein voice data and other data are communicated over the secure communication channel between the dedicated game console and the secure data center using the data packets.

~~wherein the data packets containing voice data are partially encrypted to  
comprise the voice data that is unencrypted and the other data that is encrypted-11,  
wherein the error is selected from a group comprising passcode required and sign in  
failed.~~

13. (Canceled)

14. (Previously Presented): A method as recited in claim 9, further comprising:

determining whether the signing in was successful; and

if the signing in was unsuccessful, initiating an interactive sign-in, wherein the  
interactive sign-in comprises providing a user name and an authorization code via a  
controller coupled to the dedicated game console.

15. (Previously Presented): A method as recited in claim 9, further comprising:

determining a status of the signing in; and next

returning a status message selected from a group comprising no user account  
present, automatic sign-in disabled, signing in, not signed in, and signed in.

16. (Canceled)

17. (Previously Presented): A method as recited in claim 9, wherein after the silently  
signing in, the user has access to a notification selected from a group comprising a  
friend request and a cross-title game invitation to switch from an offline game to an

online game, wherein the offline game is played by players with access to the dedicated game console and wherein the online game allows the players to play the online game against one or more other players online.

18. (Previously Presented): A method as recited in claim 9, further comprising:

if the at least one user account is present, determining if a controller is coupled to the dedicated game console, the controller corresponding to a specific user account present on the dedicated game console; and

silently signing in the specific user account onto the online service.

19. - 31. (Canceled)

32. (Currently Amended): One or more computer-readable media having instructions stored thereon that, when executed, direct a machine to perform acts comprising:

determining if at least one user account is present on a gaming device for a user of an offline game title on the gaming device;

if the at least one user account is present, determining if automatic sign-in is enabled; and

if automatic sign-in is enabled, signing in a most recently signed in user account onto an online service, wherein the signing in comprises:

opening a secure communication channel between the gaming device and a security gateway of a secure data center~~based on a security ticket obtained from a key distribution center;~~

~~establishing a security key configured to encrypt data transferred between the gaming device and the security gateway;~~

~~transmitting encrypted data packets between the gaming device and a secure data center, the data center accessible via the security gateway;~~

registering a presence of the specific user account bywith a presence server inside the secure data center; and

responsive to registering the presence of the specific user account, providing a the user of the offline game title on of the gaming device with access to an online service available from the secure data center.

33. (Canceled)

34. (Original): A computer-readable media as recited in claim 32, wherein the acts further comprise:

determining whether the signing in was successful; and

if the signing in was unsuccessful, reporting an error.

35. (Currently Amended): A computer-readable media as recited in claim 32, further comprising:

following the signing in, transmitting voice data and other data in data packets between the gaming device and the secure data center.

~~wherein the data packets transmitting voice data are partially encrypted so that the voice data remains unencrypted and the other data is encrypted 34, wherein the error is selected from a group comprising passcode required and sign in failed.~~

36. (Original): A computer-readable media as recited in claim 32, wherein the acts further comprise:

determining whether the signing in was successful; and  
if the signing in was unsuccessful, initiating an interactive sign-in.

37. (Original): A computer-readable media as recited in claim 32, wherein the acts further comprise returning a status message selected from a group comprising no user account present, automatic sign-in disabled, signing in, not signed in, and signed in.

38. (Currently Amended): A computer-readable media as recited in claim 32, wherein after the signing in, the user of the offline game title has access to one or more items selected from a group comprising a friends list and a notification.

39. (Currently Amended): A computer-readable media as recited in claim 38, wherein the notification is ~~selected from a group comprising a friend request and a cross-title~~ game invitation.

40. (Canceled)

41. (Currently Amended): A method comprising computer instructions, which when executed by a processor of a dedicated game console, instruct the dedicated game console to perform acts comprising:

coupling a controller to ~~a~~ one of a plurality of controller support subassemblies of the dedicated game console, wherein the dedicated game console comprises:

a video processing pipeline for graphics processing, the video processing pipeline comprising a three-dimensional graphics processing unit, a video encoder, and a digital video bus configured to carry data from the three-dimensional graphics processing unit to the video encoder; and

the plurality of controller support subassemblies, each controller support subassembly supporting a plurality of controllers;

~~following coupling of the controller to one of the plurality of controller support subassemblies, determining, by the dedicated game console, if a memory unit of the controller includes specific user account information corresponding~~ ~~corresponds to a specific user account of a user of an offline game title; and~~

~~when a member the memory unit of the controller includes specific user account information corresponding~~ ~~corresponds to the specific user account, silently signing in the specific user account onto an online service, wherein the silently signing in comprises:~~

opening a secure communication channel between the dedicated game console and a security gateway based on a security ticket obtained from a key distribution center;

establishing a security key configured to encrypt data transferred between the dedicated game console and the security gateway;

transmitting ~~encrypted~~ data packets between the dedicated game console and a secure data center, the data center accessible via the security gateway;

registering a presence of the specific user account by a presence server inside the secure data center; and

responsive to registering the presence of the specific user account, providing a user of the dedicated gaming console with access to an online service available from the secure data center;

after the signing in, providing the user of the offline game title access to a friends list comprising a name of friends, an online or offline status of each one of the friends, a game each one of the friends is playing, and a voice-enabled status of each one of the friends; and

after the signing in, transmitting voice data and other data in data packets between the gaming device and the secure data center, wherein the data packets transmitting voice data are partially encrypted so that the voice data remains unencrypted and the other data is encrypted.

42. (Previously Presented): The method as recited in claim 41, wherein the memory unit of the controller is removable.

43. (Previously Presented): A method as recited in claim 9, wherein after the signing in, the user has access to a friends list comprising a name of friends, an online or offline



status of each one of the friends, a game each one of the friends is playing, and a voice-enabled status of each one of the friends.

44. (Previously Presented): A method as recited in claim 9, wherein the dedicated gaming console comprises:

- a video processing pipeline for graphics processing, the video processing pipeline comprising a three-dimensional graphics processing unit, a video encoder, and a digital video bus configured to carry data from the three-dimensional graphics processing unit to the video encoder;

- a plurality of controller support subassemblies, each controller support subassembly supporting a plurality of controllers; and

- a one or more controllers.

45. (Previously Presented): A computer-readable media as recited in claim 32, wherein the gaming device comprises:

- a video processing pipeline for graphics processing, the video processing pipeline comprising a three-dimensional graphics processing unit, a video encoder, and a digital video bus configured to carry data from the three-dimensional graphics processing unit to the video encoder;

- a plurality of controller support subassemblies, each controller support subassembly supporting a plurality of controllers; and

- a one or more controllers.

46. (Previously Presented): A computer-readable media as recited in claim 38, wherein the friends list comprises a name of friends, an online or offline status of each one of the friends, a game each one of the friends is playing, and a voice-enabled status of each one of the friends.

47. (New): A method comprising computer instructions, which when executed by a processor of a dedicated game console, instruct the dedicated game console to perform acts comprising:

coupling a controller to the dedicated game console, the controller including a memory unit containing specific account information corresponding to a specific user account of a user of an offline game title;

following the coupling the controller to the dedicated game console, determining, by the dedicated game console, from the specific account information on the controller whether silent sign-in is enabled for the specific user account on the controller;

when automatic sign-in is enabled, silently signing-in the specific user account onto an online service without requiring action by the user of the offline game title;

after the signing-in, receiving an in-game notification by the user of the offline game title; and

switching by the user of the offline game title from an offline game to an online game, wherein the offline game is played by players with access to the dedicated game console and wherein the online game is played against one or more other players online.

48. (New): A method as recited in claim 47, wherein after the silently signing in, the user has access to a friends list comprising a name of friends, an online or offline status of each one of the friends, a game each one of the friends is playing, and a voice-enabled status of each one of the friends.

49. (New): A method as recited in claim 47, wherein the silently signing-in comprises opening a secure communication channel between the dedicated game console and a data center providing the online service, and

after the signing in, transmitting voice data and other data between the dedicated game console and the data center using partially encrypted packets in which the voice data is unencrypted and other data in the partially encrypted packets is encrypted.